

New
Generation
Software

FOR
CBM 64

CLIFF HANGER

CLIFF HANGER

FOR COMMODORE 64

Thrill to the cartoon type action in James Day's Cliffhanger.

- ★ 50 screens
- ★ 1 or 2 players
- ★ Joystick compatible/User Defined keys
- ★ Hall of Fame
- ★ Music by Brian Doe



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Loading Instructions:

To load, press SHIFT and RUN/STOP keys together. The program will auto-run when loading is complete.

Playing Instructions:

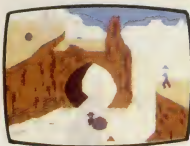
Play is for one or two players. Follow screen instructions for user defined keys. Alternatively Cliffhanger is compatible with the Commodore joystick using Port 2.

Name:

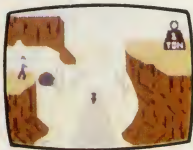
To enter your name, press up or down key until required letter is reached, and then fire button. Up to eight letters may be entered. Move to the end of bracket and press fire button for next screen. If more than one player, enter YES by using up or down key and fire button and then proceed as above.

Object:

The object of the game is to stop the bandit shooting up the canyon. Cliff, our hero, can do this in a variety of ways which becomes more complicated as you progress to higher levels. Before each screen a title is displayed giving you a hint of the action that follows. Look at the objects on the screen and use your imagination to discover their purpose in stopping the bandit. Push boulder off the cliff by walking up to it, fire the cannon by standing behind it and pressing the fire button, etc. Always bear in mind that you are taking the place of the hero in a cartoon-style action game.



The Computer controls the games and in certain circumstances will take over the entire action, just sit back and watch the laugh a minute cartoon humour.



At the first level, containing Ten games, Cliff must stop the bandit using objects on the screen (e.g. boulders, cannon, see saw, etc.) You cannot lose a life at this level, unless you fall off a cliff edge. At the second level, evasive action must be taken during your attempts to stop the bandit or one of your five lives could be lost. There are thirty games at this level, using more objects. More than one object can be on the screen at any one time and they may have to be used together and in the correct sequence.



At the final level, it is essential that your attempts succeed at each game, or you will lose a life.

Scoring:

Points are awarded upon the completion of each game at each level. Maximum points can be gained by completing each game at the first attempt, with less points awarded, as more attempts are taken. Each game at each level must be completed before going on to the next level. The games at each level will come up randomly, until completed.

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